UNIFORM EXPANSION TEXTURES

In this replacements-->team folder there should be a folder that corresponds to every in-game uniform slot (home, away, alt01, alt02, etc.).

Every uniform slot has its own unique textures for all pieces of the uniform from the helmet and facemask all the way down to the socks and cleats. Even many of the player equipment items are unique to the uniform slot.

The folder structure should be as follows:

- Team Name

--- slot (eg. home, away, alt01, alt02, etc.)

----- gear

----- transparents

------- name-of-transparent-item

This is a list of all of the textures that can/should be replaced in each uniform slot's folder and subfolders:

=== ROOT FOLDER (eg. home) ===

• Jersey

• Numbers 0-7

• Numbers 8-9

• Pants

• Socks

• Shoes (2 files)

• Shoes w/ White Tape

• Shoes w/ Black Tape

• Shoes w/ TC Tape

• Helmet

• Facemask, Far

• Facemask, Near

• Chinstrap

• Helmet Numbers 0-7 (unless transparent)

• Helmet Numbers 8-9 (unless transparent)

• Helmet Pride Sticker (unless transparent)

=== GEAR SUBFOLDER ===

• Wrist TC

• Wrist, Half Sleeve TC

• Wrist, Half Sleeve Bk

• Wrist, Half Sleeve Wt

• Wrist, QB Wrist TC

• Wrist, QB Wrist Bk

• Wrist, QB Wrist Wt

• Elbow, Med Band TC

• Elbow, Thin Band TC

• Elbow, TC Blk Pad

• Elbow, TC Wt Pad

• Long Sleeves TC

• Face Protector TC

=== TRANSPARENTS SUBFOLDER ===

-- helmet-bumpers

• Helmet Bumpers

-- num07-shadow

• Numbers 0-7 shadow

-- num89-shadow

• Numbers 8-9 shadow

\* Make additional folders for each transparent item in this folder so we know what they are.

As a reminder, always make sure that no two files have the same file name. File names must be unique across the entire replacements folder.

Final note: when creating alternate uniforms, note that all odd number Alternate slots (1, 3, etc.) are dark uniforms (home uniforms in 99% of cases). All even numbers (2, 4, etc.) are light uniforms. The game will only allow a matchup between a dark uniform and a light uniform, never dark vs dark or light vs light.